STAR WARS®
EPISODE I
JEDI POWER BATTLES™

Dreamcast™

jedipowerbattles.lucasarts.com

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ESRB

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

Out of 10,000 Jedi in the Galactic Republic, you are the one. Chosen by your peers, you now stand in the Jedi Council Chamber high above the bustling metropolis of Coruscant. Encircled by great Jedi who sit in the stately chamber, a mission of great importance to the Republic is about to be bestowed upon you.

Far from Coruscant, deep in the reaches of space, the greedy Trade Federation has blocked shipments to the verdant planet Naboo. As a Jedi, it's your obligation to neutralize the threat of Trade Federation ascendancy and protect the interests of the Republic.

Your reverence for the power of the Force may be strong, but the resistance to your quest will be stronger yet. With destroyer droids guarding the Trade Federation battleship's corridors, battle droids lining the cobblestone paths of Theed, and the ominous presence of a Sith warrior, your Jedi skills will be tested to their limits—and beyond.

The task may be daunting, but trepidation has no place in the life of a Jedi. Whether you fight alone or cooperatively alongside another Jedi, deftly wield your formidable lightsaber for both offensive and defensive means and let the Force guide you to victory.

USING YOUR SEGA DREAMCAST CONTROLLER

Thank you for purchasing *Star Wars™*: **Episode I Jedi Power Battles**®. Please note that the software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

Jedi Power Battles is a one- or two-player game. Before turning the Sega Dreamcast power ON, connect controllers or other peripherals (if applicable) into the Sega Dreamcast Controller Ports. Connect one controller to Control Port A. To play with two people, connect an additional controller (sold separately) to Port B.
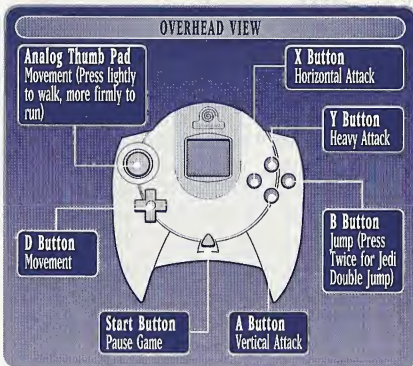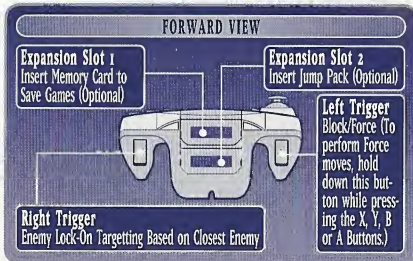
CAUTION: Never touch the Analog Thumb Pad or the Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R have been accidentally moved while turning the power ON, immediately turn the power OFF and ON, making sure not to touch the Sega Dreamcast Controller.

To reset the game and return to the title screen at any point during the game, simultaneously hold the **A, B, X, Y** and **Start** Buttons on the controller.

CONTROL SUMMARY

The game controls are all set to their default settings. To change the control settings, see Options Menu on page 6 for details.

FORWARD VIEW

Expansion Slot I
Insert Memory Card to Save Games (Optional)

Expansion Slot 2
Insert Jump Pack (Optional)

Left Trigger
Block/Force (To perform Force moves, hold down this button while pressing the X, Y, B or A Buttons.)

Right Trigger
Enemy Lock-On Targetting Based on Closest Enemy

OVERHEAD VIEW

Analog Thumb Pad
Movement (Press lightly to walk, more firmly to run)

X Button
Horizontal Attack

Y Button
Heavy Attack

B Button
Jump (Press Twice for Jedi Double Jump)

D Button
Movement

Start Button
Pause Game

A Button
Vertical Attack

FORCE ATTACKS

When holding down Block (Left Trigger), Force powers can be activated if available.
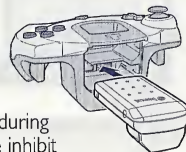
Y Button
Short Range Force Attack

B Button
Defensive Force Power

X Button
Use Special Item

A Button
Long Range Force Attack

JUMP PACK (sold separately)

When using a Sega Dreamcast Jump Pack™, insert it into Expansion Slot 2 rather than Expansion Slot 1 of the Sega Dreamcast Controller. The Jump Pack does not lock into place in Expansion Slot 1 and may fall out during game play or otherwise inhibit game operation.

PLAYING THE GAME

Upon starting **Jedi Power Battles,** you will be presented with the Main Menu. Make the following selections: New Game, Load Game, Training, Versus Mode and Options.

New Game
Highlight New Game and press the **A** Button to begin the game. Once you've chosen the number of players, choose a mode you'd like to play in: Easy or Jedi. Easy is a good place for beginners to start. Jedi mode is for more advanced players.

Load Game
If you have previously played the game, you can choose this option to load a saved game from a VMU in Expansion Slot 1. You can save up to three unique games. When your Jedi reaches a new level, his/her progress can be saved and the level is unlocked for that character.

Training
In this mode you'll get missions to hone your fighting skills. Complete all seven to reveal a secret.

Versus Mode
Here you can play head-to-head versus a friend or just practice your technique.

As you defeat certain characters throughout the game, those characters become playable in Versus Mode with all your combos unlocked.

Options

Select this option to adjust **Jedi Power Battles** to your liking with the following variables:

• **Audio:** Press the **A** Button to go to the Audio Setup screen. Press up and down on the Analog Thumb Pad or **D** Button to select between the options and press left and right on the Analog Thumb Pad or **D** Button to adjust each option:
  • **Music:** Turn the game's music on or off.
  • **SFX:** Turn sound effects on/off.
  • **Music Mode:** Select between stereo or mono sound.
  • **Music Volume:** Adjust the volume of the game's musical score.
  • **SFX Volume:** Adjust the volume of the game's sound effects.

• **Controls:** Press the **A** Button to go to the Controller Configuration screen. Press up and down on the Analog Thumb Pad or **D** Button to select between the options and press left and right on the Analog Thumb Pad or **D** Button to adjust each option:

• **Controller Type:** Select between different controller configurations.
• **Restore Default Options:** If you want the controller to return to the original settings, select this option.
• **Walk/Run Limit:** Adjust threshold where walk becomes run when pressing Analog Thumb Pad.

At any time you can press the **Y** Button to revert to the previous Option menu or to cycle back to the Main Menu.

• **Credits:** See game credits.

Single Player Character Selection Screen

Character Selection Screen

Upon selecting the option to start a New Game, you are asked to choose between a one- and two-player game. Press the Analog Thumb Pad or **D** Button up and down to switch between the options and press the **A** Button to lock in your selection. While playing a two-player game, keep the two Jedi close together. If a Jedi goes off-screen too long, you can lose a life.

Once you've chosen the number of players, choose which character you want to play in the game. Press the Analog Thumb Pad or **D** Button left or right to move between the different characters. Once you have selected your character(s), press the **A** Button to begin. Note: In two-player games it is not possible to have both people play as the same character.

Level Select Screen

Level Select

If you are loading a previously saved game, this screen will appear after choosing your Jedi. Press the Analog Thumb Pad or **D** Button left and right to select between the levels in the game. Levels unlock themselves on this menu once you beat them in the game.

The Game Begins

After selecting the level you are presented with a brief statement of the level goal(s). After reading this message, press the **A** Button to begin.

Pause Menu

The Pause Menu

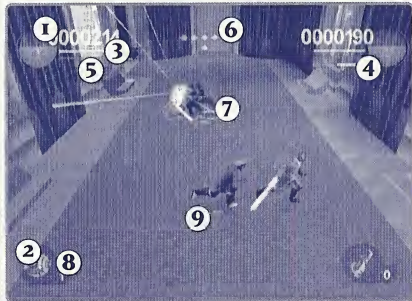When playing the game, you can press the **Start** Button at any time to bring up the Pause Menu. From this menu you can change your control configuration, adjust audio options, quit to the Main Menu, see a list of combos you haved earned so far or continue with the game. Press the **A** Button to make your selection.

JEDI POINTS & UPGRADES

Each time you destroy an enemy in **Jedi Power Battles,** you will be rewarded a certain number of points based on the type of enemy you defeat and which process you use to defeat it. When your total points tally to certain milestones at the end of a level, you will be given a number of options. These include: upgrading the Health Bar or Force Bar; obtaining new Force powers; and learning new combination moves for your character. Points can also be acquired by picking up most powerup items on each level.

Although the scenery and action on the screen is constantly changing in **Jedi Power Battles**, there are a few elements of the game screen that are always the same:

① Player 1 Score
Your current game score. Improving your score will lead to special bonuses, Force power upgrades and other surprises. If a second player is in the game, his or her score will appear in the top right.

② Special Item
Each character has a Special Item in the game. This display lists the number of Special Items you have in your arsenal. If there are two players in the game, the second player's Special Item count is displayed in the bottom right.

③ Health Bar
Under each character and enemy in the game there is a green Health Bar Indicator. (Hold the Left Trigger and press the **Start** Button to change the Health Bar location.) The white line on the right side of the bar indicates the maximum attainable health.

④ Block Threshold Meter
Blocking gets depleted with use. When this yellow bar turns red, blocking will fail. This meter will recharge over time.

⑤ Force Power Bar
Jedi characters also have a blue bar that indicates Force power. As you use Force powers, the bar will shrink. Picking up Force powerups throughout the game can recharge your Force power.

⑥ Credits
Shows how many lives you have. You will lose a life if your Health Bar runs out or you fall to your death. In a two-player game, both Jedi share credits.

⑦ Lock-On/Targeting Indicator
Circle on ground shows targeted enemy. The circle will be the Jedi's lightsaber color.

⑧ Special Item Inventory
⑨ Enemy Health Bar

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games will you buy in the
nths?

1-3 ☐ 4-6 ☐ 7-9
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ck which type(s) of game
buy in the next six month

☐ Adventure ☐ Driving
☐ Flying ☐ Fighting
ng ☐ Shooter

of this game from
nly):

rnet ☐ Magazine Ad
Package/CD Case in Store
Web Site ☐ Review
atalog ☐ In-Store Display

mcast

read frequently
more per year)
apply:

a Dreamcast™ Magazine
Gaming Monthly

CHOOSE YOUR JEDI

Jedi Power Battles gives you the opportunity to play as one of five Jedi from *Star Wars: Episode I*. Each Jedi begins with the moves listed here, but as you progress through the game, additional Force powers and moves will be revealed.

OBI-WAN KENOBI
- **Lightsaber Color:** Blue
- **Abilities:** Obi-Wan's youth allows him to be quick and agile.
- **Special Default Jedi Powers:** (Hold Force Toggle Button - **Left Trigger**) **Short-Range Force Attack (Y): Saber Dash** Obi-Wan careens forward, annihilating enemies in his path. **Special Item (X): Thermal Detonator** Thrown in the direction Obi-Wan is facing.
- **Special Jedi Moves: XX, XXX, AAY**

QUI-GON JINN
- **Lightsaber Color:** Green
- **Abilities:** Qui-Gon excels at Force powers based on healing and defense.
- **Special Default Jedi Powers:** (Hold Force Toggle Button - **Left Trigger**) **Short-Range Force Attack (Y): Shockwave** Qui-Gon releases the power of the Force in this 360-degree attack. **Special Item (X): Pulse Grenade** This charged explosive paralyzes with an electrical burst.
- **Special Jedi Moves: YX, XXA, AYA**

MACE WINDU
- **Lightsaber Color:** Blue
- **Abilities:** Mace is as strong with the Force as he is deadly with his lightsaber.
- **Special Default Jedi Powers:** (Hold Force Toggle Button - **Left Trigger**) **Short-Range Force Attack (Y): Saber Shield** Mace Windu releases his lightsaber and it encircles him for quick protection. **Special Item (X): Thermal Detonator** These powerful explosives disable enemies when thrown.
- **Special Jedi Move: XX**

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ADI GALLIA

- **Lightsaber Color:** Crimson
- **Abilities:** Adi relies more on lightning speed than brute strength.
- **Special Default Jedi Powers** (Hold Force Toggle Button - **Left Trigger**)
  Short-Range Force Attack (Y): Mesmerize Puts nearby enemies into a trance.
  Special Item (X): Personal Shield Protects Adi from hand-to-hand and ranged attacks. It also deflects enemy blasts.
- **Special Jedi Moves: AAX, XXX**

PLO KOON

- **Lightsaber Color:** Yellow
- **Abilities:** Plo has extraordinary strength, but limited speed.
- **Special Default Jedi Powers** (Hold Force Toggle Button - **Left Trigger**)
  Short-Range Force Attack (Y): Saber Cyclone Plo Koon quickly spins 360 degrees with his lightsaber.
  Special Item (X): Stim Pack Causes Plo Koon to emit energy that is damaging to those that touch him.
- **Special Jedi Moves: AY, AXX**

GAME ITEMS

Various items are scattered throughout the levels in **Jedi Power Battles**. Here's a sampling:

Health
Upgrade your character's green Health Bar. Health powerups come in two strengths. **Points:** 50 or 100.

Force
Upgrade your character's blue Force Bar. Force powerups come in two strengths. **Points:** 50 or 100.

Points
Add points to your total score. Point powerups come in two strengths. **Points:** 1000 or 2500.

Blade Extender (Battery)
Make your character's lightsaber blade longer for a limited period of time. **Points:** 100.

Special Item
Add one of your Jedi's Special Items to your inventory. **Points:** 100.

Blade Amplifier (Battery)
Your character's lightsaber blade becomes thicker and more powerful for a limited period of time. **Points:** 100.

Extra Life
Adds an additional credit to your game. **Points:** 200.

Randomizer
This is a powerup with unknown contents. It may help or hinder your adventure.

Ultimate Powerup
Gives you full health, full Force, maxes out your items and gives you a blade amplifier.

Checkpoint
Saves your progress in a level. If you perish and have remaining credits, you will reappear at the last checkpoint. **Points:** 50.

Challenge
Although you will gain 1500 points by taking the Challenge, beware that your Health and Force Bars will be cut in half.

VEHICLES

At specific points during the game you can commandeer Trade Federation vehicles. During these segments, a new control system is in effect:

AAT Available in City of Theed
- **Directional Button/Analog Thumb Pad:** Steering
- **Right Trigger:** Rotate turret right
- **Left Trigger:** Rotate turret left
- **Left+Right Triggers:** Lock turret motion
- **Y:** Fire turret gun
- **X:** Fire side guns
- **B:** Exit tank
- **A:** Fire skirt energy shell launchers

Note: In two-player mode, the first player to get into the tank controls the movement and side guns of the AAT, and the second player controls the turret, its gun and the shell launchers.

STAP Available in Streets of Theed
- **Directional Button/Analog Thumb Pad:**
  ◀ or ▶ - Steer left or right
  ▲ - Push STAP toward ground
  ▼ - Pull STAP higher into air
- **Y** - Fire gun
- **A** - Speed boost
- **X** - Brake

SAVING GAMES

You will need a VMU (sold separately) to save games. **Jedi Power Battles** requires 16 blocks of memory to save game files. You can save up to three games.

WARNING: While saving a game, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller or other peripheral equipment. If the VMU falls out during gameplay, push the VMU back in place and resume playing.

CREDITS

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Canada

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Technical Support Phone Number

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling 1-415-507-4545. We are available to help you Monday-Thursday 8:45 a.m.–5:30 p.m. and on Friday 8:45 a.m.–4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.–1:00 p.m.

Technical Support Fax

For your convenience, fax us your technical questions at 1-415-507-0300. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

Technical Support Mailing Address

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San Rafael, CA 94912
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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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